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**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listing, of claims in the application:

Claims 1-20 (cancelled).

21. (Currently amended) A system for processing audio and video data for a wireless handset comprising:

controller **means for** generating priority data;

a plurality of channel buffers, **[[where]] wherein** each channel buffer represents a logically separate channel of data; and

**[[a]]** transmission buffer **system means for** receiving the priority data and data from one or more of the channel buffers and storing the data from the channel buffers in a ~~transmission~~ buffer, where the number of channel buffers to receive data from and the amount of data to be received from each channel buffer is determined by the priority data.

22. (Previously presented) The system of claim 21 wherein the plurality of channel buffers further comprises an audio data buffer.

23. (Previously presented) The system of claim 21 wherein the plurality of channel buffers further comprises a video data buffer.

24. (Previously presented) The system of claim 21 wherein the plurality of channel buffers further comprises a control data buffer.

25. (Currently amended) The system of claim 21 wherein the controller **means** generates priority data based on transmission channel bandwidth.

26. (Currently amended) The system of claim 21 wherein the controller **means** generates priority data based on processor capacity of a wireless handset processor.

27. (Currently amended) The system of claim 21 further comprising:  
wherein the plurality of channel buffers further comprises:  
an audio data buffer;

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a video data buffer; and  
a control data buffer; and

wherein the controller means generates priority data based on transmission channel bandwidth and on processor capacity of a wireless handset processor that changes the amount and sequence of data from the audio data buffer, the video data buffer, and the control data buffer that is stored in the transmission buffer means.

28. (Currently amended) The system of claim 21 wherein the controller means receives user control data and uses the user control data to generate the priority data.

29. (Currently amended) The system of claim 27 wherein the controller means receives user control data and uses the user control data to generate the priority data that changes the amount and sequence of data from the audio data buffer, the video data buffer, and the control data buffer that is stored in the transmission buffer means.

Claim 30 (cancelled).

31. (Previously presented) A method for processing audio and video data for a wireless handset comprising:  
generating priority data;  
storing data in a plurality of channel buffers, where each channel buffer represents a logically separate channel of data; and  
determining the number of channel buffers to receive data from based on the priority data;  
determining the amount of data to be received from each channel buffer by the priority data; and  
storing the data from each selected channel buffer in a transmission buffer.

32. (Previously presented) The method of claim 31 wherein storing data in the plurality of channel buffers further comprises storing the data in an audio data buffer.

33. (Previously presented) The method of claim 31 wherein storing data in the plurality of channel buffers further comprises storing the data in a video data buffer.

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34. (Previously presented) The method of claim 31 wherein storing data in the plurality of channel buffers further comprises storing the data in a control data buffer.

35. (Previously presented) The method of claim 31 wherein generating priority data comprises generating priority data based on transmission channel bandwidth.

36. (Previously presented) The method of claim 31 wherein generating priority data comprises generating priority data based on processor capacity of a wireless handset processor.

37. (Currently amended) A method for processing audio and video data for a wireless handset comprising:

generating priority data based on transmission channel bandwidth and on processor capacity of a wireless handset processor;

storing data in an audio data buffer;

storing data in a video data buffer;

storing data in a control data buffer;

determining ~~[[the]]~~ a number of channel buffers to receive data from based on the priority data;

determining ~~[[the]]~~ an amount and a sequence of data from the audio data buffer, the video data buffer, and the control data buffer that is to be stored in ~~[[the]]~~ a transmission buffer based on the priority data; and

storing the data from each selected channel buffer in ~~[[a]]~~ the transmission buffer.

38. (Previously presented) The method of claim 37 further comprising:

receiving user-entered control data; and

generating the priority data from the user-entered control data.

39. (Currently amended) The method of claim 37 further comprising:

receiving user control data; and

generating priority data that changes the amount and sequence of data from the audio data buffer, the video data buffer, and the control data buffer that is stored in the transmission buffer from the user control data.

Claim 40 (cancelled).

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41. (Currently amended) The system of claim ~~[[21]]~~ 27 further comprising priority data associated with each channel buffer, wherein audio data can have a lower priority than video data or control data.

Claim 42 (cancelled).

43. (New) The method of claim 37 wherein determining the amount and the sequence of data from the audio data buffer, the video data buffer, and the control data buffer that is to be stored in the transmission buffer based on the priority data further comprises allowing only null data from one of the audio data buffer, the video data buffer, or the control data buffer to be stored in the transmission buffer if the associated buffer is empty, priority is allocated only to the associated buffer, and data is present in the other buffers.